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Ofir



VIEW SOURCE



This fan-fiction article, **Ofir**, was written by [Witcher190](#) and [Adalwulf of Aedirn](#). Please do not edit this fiction without the writers' permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Ofir](#).



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Ofir

General information

Status	Set of various kingdoms under a single ruler
Ruler	Badawi Royal House (Since the Unification Wars)

Societal information

Official Language	Ofiri tongue with its different dialects Several different languages in the coastal areas due to trade, including some pidgins
Demonym	Ofiri or Ofieri
Religion	Ofieri beliefs

- 7. Notable creatures
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Elementalism
A variant of the cult of Epona
is also popular
Other minor religions

History

Mythical origins

Apart from advanced areas, Ofir includes primitive tribes which still recount bygone eras in tales. One such myth tells of a time when sky and steppe fell in love and gave birth to the first mare. This mare, seeing how weak humans are falling prey to dangers, began to nurse them. They fed on her milk until growing strong enough to saddle her, becoming warriors. This is why Ofiri value horses highly and call them "noblest among all beasts".

Early History

During the rich history of Ofir, many empires rose and fell, succeeded by rich kingdoms. One example of these is Omeya. In which, in the year 8, the oldest magic academy on The Continent was founded, thanks to the mage Butrus Alabi. Eventually, this kingdom disappeared in the year 100 during the Barsamen's conquest of much of Ofir, giving way to the kingdoms of Dahab, Alnafis and East Ofir. Surviving only after that, as a province.

200 years later, these kingdoms would disappear, and would be incorporated into the Oshan Empire, with the sole exception of the kingdom of East Ofir, from which the entire region would later take the name of Ofir.

The empire power disappeared approximately 300 years later, splitting in two to be better governed, slowly declining and by the 1260s becoming just another province of the unified Ofir, despite maintaining, on paper, the status of empire.

The Unification Wars (1230s - 1250s)

Also known as The Union by some scholars, refers to the period of conflicts initiated by the Malliq Salim The Great, with the intention of unifying all of Ofir under a single ruler, which was continued and completed by his son, Nibras Badawi.

It was during this time that people like Hatun Radeyah earned the chance to become the Crown Sorceress after leading troops in several of these wars, under the command of both rulers.

Geography and climate

Map showing the geological linkage of Hannu with Ofir

Until about the 1300s there were many theories about how Ofir was separated or connected from the Continent. Some Nordling scholars including Markus Hohlenberg believed Nilfgaard and the **Far South** were one landmass due to an isthmus made up of deserts and savannas. While others believed that the **Far South** was another continent entirely.

In truth, it turned out to be somewhere in between, as The Continent has many inland seas. And Ofir is connected to the Continent, simply through its geological link with **Hannu**.

Most of the country it is a land of vast steppes, forbidding mountains, untouched wildernesses and crystal-clear lakes. Especially when one heads further south to the border with Zangvebar. As one approaches Hannu, the climate becomes less humid and more drier. It is here that the Al - Haradh Desert is located.

Economy

The Grand Bazaar in Manisa

Despite the distance, Ofir trades with **Northern Kingdoms** via the marine mercantile route. The refinement of their products (e.g. decorated weapons, silk clothes, precious jewels, vases, spices, and carpets) makes them valuable and sought-after goods. In 1272, they also introduced the mysterious arcana of runewrighting to Nordlings. Ofiris tamed various animals native to their land such as tigers, elephants and eagles. They decorated their animals like their tigers with gold and jewelry. Additionally they shipped war elephants and the mercenaries known as **Inmortals** to the Northern Kingdoms so they could fight with them against Nilfgaard.

But its biggest trading partners are its neighbouring countries **Hannu**, the group of small kingdoms known as **The Free Lands** and Zangvebar. However, thanks to Ofir's maritime capabilities and shorter distance with respect to the North, they also often trade in territories such as Nilfgaard, **Barsa** and **Apumayu Basin**. This has meant that, although rare, Ofir traders have been seen as far away from their homeland as Zerrikania.

Demographics

The empire is diverse in the range of people which are remarkably tolerant towards each other and foreigners. This is due to its great ethnic diversity, which is second only to the **Melukka** region. The three main ethnic groups that make up the region are The Rock Ofiris (So called because of their skin tone, similar to certain desert areas, descendants of immigrants from **Barsa**. Hatun Radeyah is a famous example), The Vanilla Ofiris (Named after the plant exported from **Apumayu Basin** and widely used in the perfumes of local sorceresses. This are people with certain **Nordling** traits. Most of them have light-coloured hair and blue to green eyes. **Ameena**, **Zaira** and Melda [Radeyah's servant] are famous examples) and finally the Sea Ofiris (descendants of immigrants from Zangvebar which have a darker skin tone and a darker colour. **Hamal ogn Dangbahli** is a famous example) These groups make up approximately 80% of Ofir's total population. 30% for the first two groups mentioned and 20% for the Sea Ofiris. The remaining 20% is divided into minor ethnic groups, such as **Malakians**, Mardu who abandoned their lives in the desert, non-humans and hybrids.

Most of them live in great cities like Manisa, Dulla's hometown, which would, according to him, make the **City of Golden Towers** seem dull in comparison. This city is an enclave of mages, medics, mathematicians, and philosophers. Ofiris usually like to cover their heads with turbans and chaperones. High-ranking soldiers wear pointed golden helmets.

Culture

Of all values, Ofiris hold honor in the highest esteem. Swearing upon honor is a serious promise, and they'll go to great lengths to not fail. One's honor can also rise if they undertake a risky task backed by glorious intent. Examples of such are discoveries, explorations or knowledge-expanding. Many Ofiri wear bracelets with runes meant to bring good luck inscribed on them.

Treatment of non-humans

Unlike the **Okami Islands**, where non-humans, with the exception of the Witchers, are considered without honour. In Ofir this is not the case, as long as you keep your honour, it doesn't matter what race you belong to. The exception, for a while, was the Witchers of the **Scorpion School**, because of their conflict with the mages. But for the 1270s, a certain romanticisation by some sectors has led to them regaining some of their lost status.

Even creations of mages from the time of Barsa's conquest of Ofir. Like the dwarfs, originally, hybrids of **Aen Nilfe** and dwarf collaborators, created with the intention of carrying a disease that would exterminate them. They are treated as equals in the vast majority of the territory. With the exception of some satraps, that they sometimes raise

taxes on them, for fear that they will transmit diseases to the rest of the population. This has meant that in some areas of the interior of the country, they live in their own neighbourhoods, but normally, they tend to blend in with the rest of the population without problems.

The only notable discrimination, perhaps, is towards elves, due to the **Aen Nilfe**, especially in areas like East Ofir, which remained "pure" from the Barsamen emigration. But there is hardly any population of them in the country. Only a few small groups of curious **Aen Manche**, who joined Oferi trade caravans during their passage through the **Korath Desert**.

There is also the presence of dwarves, who were gradually accepted, especially those from the Nilfgaard area who did not help the **Aen Nilfe** and were subjugated. However, they are a minority group, almost extinct, as the majority of these clans, have mixed with the human population giving rise to **halflings** clans which are highly appreciated and respected for their handling of blacksmithing, the restoration of objects and the arcana of runewrighting. Many human experts have been apprenticed to some of these clans.

Administrative Divisions

- Afar
- East Ofir
- **Oshan**
- Omeya
- Dahab (Administrative Division)
- Alnafis (Administrative Division)

Notable creatures

- Wild Elephants
- Cobras
- Camel Breeds
- **Oferi Stallion (Horse Breed)**
- Tiger
- Unicamel
- War Elephants
- Zebra
- Zebroid

Notable monsters

- Al Demon
- Anqa
- Bahamut
- **Brown dragon**
- **Gigascorpion**
- Gozihr Dragon
- Mutant Gigascorpion
- Hatif
- Homa
- **Scarletia**
- **Leucrote**
- **Rock dragon**
- Peri
- Simurgh
- Oferi Ghoul
- **Utukku**
- Falak

Notable locations

- Al - Haradh Desert
- Alnafis

- Bantama
- Bursa
- Dahab (City) (Cultural capital)
- Dedeluk
- Manisa (Summer and executive capital)
- Mutadir Hud
- Renklerin Sehri
- Omeya
- Sova

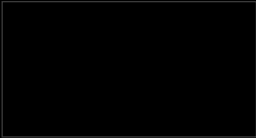
Notable people

- **Ameena**
- Altair Popal of Sova
- **Hamal ogn Dangbahli**
- Hatun Radeyah
- **Nelea Sova**
- Melda
- Mimit Sova (Raised in Nilfgaard)
- **Putnam Pitch** (Raised in Kovir)
- **School of the Scorpion Witchers**
- **Inmortals**
- **Zaira**

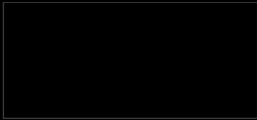
Trivia

- Some places are references to the first ideas Polish fans had about Ofir.
- Some arts belong to the fan expansion *The Sands of Ofir*, but adapted to canon and common fanon.

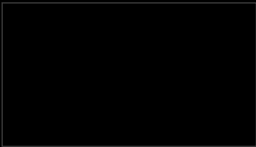
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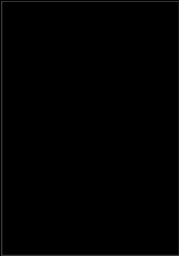
Ofieri Royal Treasure



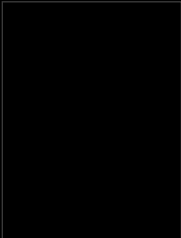
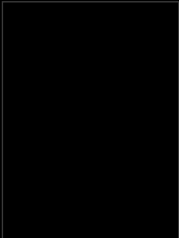
View of Manisa



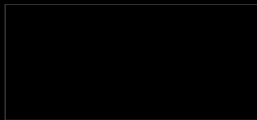
Radeyah manipulating an Ofiri Djinn during a caravan journey to the Northern Kingdoms



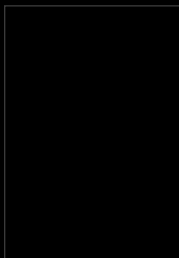
Ofieri Djinn



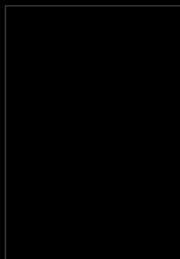
Ofieri War Elephant during the
Third Northern War



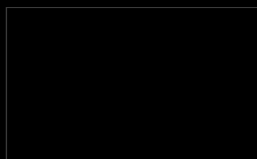
Crown Prince Sirvat, half-brother
of Putnam Pitch and Mimit Sová



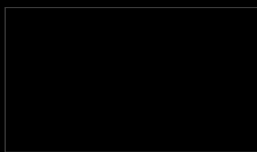
Ofieri Tiger



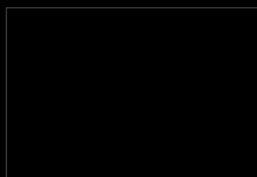
Ofieri Caravan crossing the Al -
Haradh Desert



Ofiri trade caravan visiting the
Northern Kingdoms



View of the governor's palace in
Bursa



Renklerin Sehri, the "City of
Colours", located in the interior of
the country

Ofieri sorceress from the frontier
region with Hannu

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